

SEGA
SPORTS

PRIZE FIGHTER™

A SEGA TRUVIDEO™ PRODUCTION

SEGA CD™

**You trade punches with live fighters!
The first all-video boxing game!**

Digital Pictures



Rated by V.R.C.

MA-13

Parental Discretion Advised.

Mature Audiences

SEGA™



WARNINGS

Read Before Using Your Sega Video Game System

Epilepsy Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

Projection Television Warning

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Sega CD Video Game Use

This CD-ROM can only be used with the Sega CD system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers.

This game is licensed by Sega for home play on the Sega CD system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

Unless otherwise stated, the characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Backup Memory

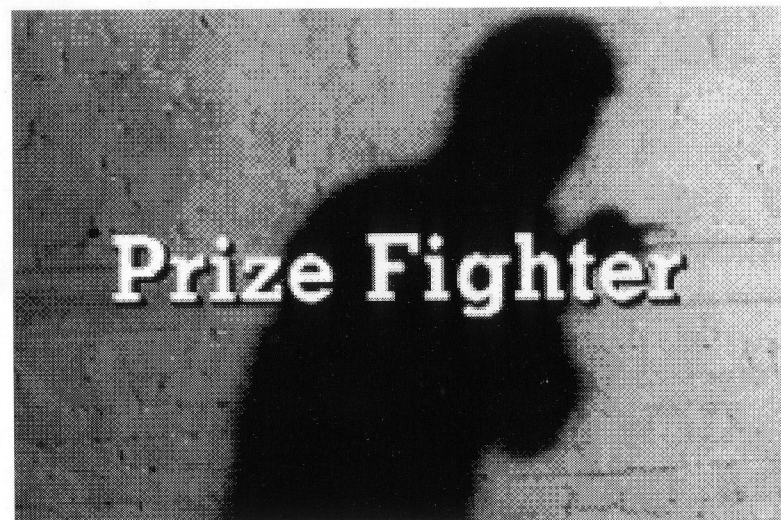
The Sega CD's backup RAM memory must be formatted before you can save games to it. Use the first FORMAT option in the Memory menu to format the Sega CD's internal memory before playing the game. For more information, please see your Sega CD User's Manual.

About Audio Connectors — Original Sega CD Model

- If your Audio connection is made **from the Sega CD** to your television, you must use the Mixing Cable to connect the Headphone output jack on the front of the Genesis to the Mixing input jack on the rear of the Sega CD.
- If your Audio connection is made **from the Genesis** to the television (using either the RF cable or a Video Monitor cable), do not use the Mixing Cable.

Handling Your Compact Disc

- The Sega CD compact disc is intended for use exclusively on the Sega CD system.
- Avoid bending the compact disc. Do not touch, smudge or scratch its surface.
- Do not leave the compact disc in direct sunlight or near a radiator or other source of heat.
- Always store the compact disc in its protective case.



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Sega Gameplay Hotline
1-415-591-PLAY

AND IN THIS CORNER ... THE KID!



PRIZE FIGHTER takes you closer than a ringside seat — it puts you right in the game. You're the one slugging it out with the best boxers in the game. With your fists in view, you can throw any punch, anytime. A jab. A hook. An uppercut! Land a blow and watch your opponent reel.

When you take a punch, your vision rocks. You might even find yourself flat on your back, looking up into the faces of the referee and your trainer as you take the count. Or maybe you'll be up there accepting the heavyweight crown!

You're fighting in the main event, attended by your trainer, cornerman and bucketboy. They guide you, help you, give advice. Also on hand: the referee, card girls, announcer, assorted hecklers, and four of the beefiest, brawniest, pug-ugly opponents you can imagine.

PRIZE FIGHTER is brooding, brutal, real! It has the impact of Martin Scorsese's film *Raging Bull*. In fact, the bouts are staged by Ron Stein, the boxing guru who choreographed the fight scenes in *Raging Bull* and the *Rocky* films. Close-ups, point of view shots and handheld camera bring the intensity of the boxing scene right in your face!

So pull on your gloves and get ready for tonight's main event. You've got to beat three tough contenders to earn your shot at the champ.

And there's the bell!

SETTING UP

1. Set up your Sega CD and Sega Genesis™ systems and plug in control pad 1.
2. Turn on your TV or monitor, and then turn on your Genesis. The Sega CD logo appears.

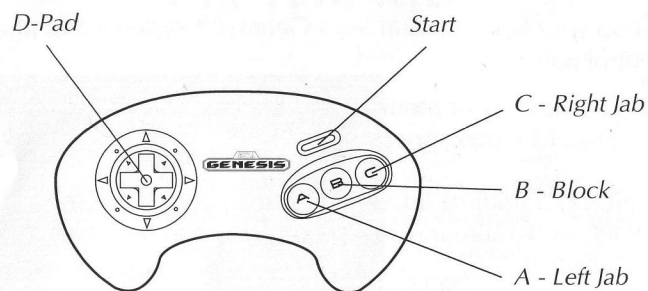
NOTE: If nothing appears on screen, turn the system OFF, make sure it is set up correctly, and then turn it ON again.

3. Open the disc tray or CD door. Place either *PRIZE FIGHTER* compact disc into the tray, label side up. Close the tray or door.
4. If the Sega CD logo is on screen, press START to begin the game. If the Control Panel is on screen, move the cursor to the CD-ROM button and press BUTTON A, B or C to begin.

NOTE: *PRIZE FIGHTER* is contained on two compact discs. You can start the game with either disc. Then, during the game, you'll be prompted to replace one disc with the other.

If you know the boxer you want to fight, you can load the correct disc for startup. Honeyboy Hernandez and Mega Joe Falco bouts are contained on disc 1. T. Rex Hawkins and Nuke "The Duke" Johnson bouts are contained on disc 2.

BUTTON CONTROLS



You can rearrange the button actions with the Control Changes option from the Options menu. See page 13.

FIGHT CARD

Start

- Begins the bout. You'll go up against the boxer shown on the Fight Card.

D-Pad

- Left/right scrolls through the boxers. Wait a few moments to watch and hear each contender's challenge.

Button C

- Goes on to the Options menu.

OPTIONS SCREENS

Start

- Selects a marked option and goes on to its subscreen.
- Returns to the Options menu from most subscreens.

D-Pad

- Marks the options on the main menu and subscreens.
- Changes the option settings.
- Selects letters on the Save Game subscreen.

Buttons A, B and C

- These buttons have various functions depending on the subscreen you're viewing. See pages 11-14 for details.

GAMEPLAY

Start

- Begins the game from the Fight Card.
- Pauses/resumes a fight.

D-Pad

- Varies your punch when used with BUTTON A, B or C. See page 6 for details.

Buttons A, B and C

- Perform fight moves. See page 6 for details.
- Bypass non-fight video sequences.

FIGHT MOVES

Jabs

- BUTTON A Left jab.
- BUTTON C Right jab.

Hooks

- BUTTON A + D-PAD up Left hook to head.
- BUTTON A + D-PAD right/left Left hook to body.
- BUTTON C + D-PAD up Right hook to head.
- BUTTON C + D-PAD right/left Right hook to body.

Uppercuts

- BUTTON A + D-PAD down Left uppercut.
- BUTTON C + D-PAD down Right uppercut.

Blocks

- BUTTON B Block with both gloves.
- BUTTON B + D-PAD left Block with left glove.
- BUTTON B + D-PAD right Block with right glove.

Bobs

- D-PAD left Bob left.
- D-PAD right Bob right.

6-BUTTON ARCADE PAD™

Button X

- Left hook to head.

Button Y

- Blocks with both gloves.

Button Z

- Right hook to head.

REMINDER: Use the Control Changes options to rearrange the button actions on both the 3-button and 6-button controllers.

THE MAIN EVENT

PRIZE FIGHTER pits you against four bruising boxers in four separate matches, each one increasing in difficulty.

Your opponent in the first bout is the youngest and least experienced. You'll notice he keeps dropping his hands and leaving openings. But by the time you get to Nuke "The Duke" Johnson, the heavyweight champion of the world, you'll have to make your own openings.

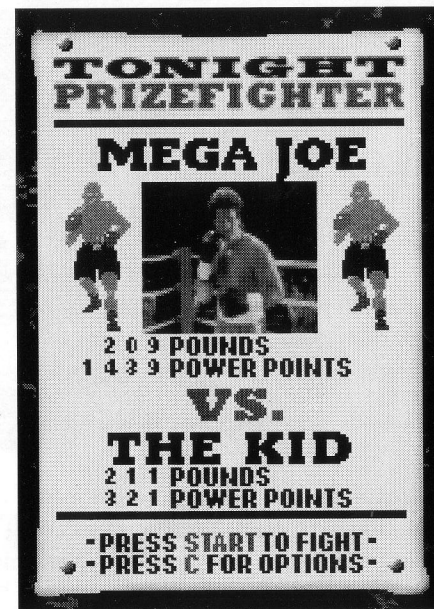
Don't forget, it's your skill, your heart, your butt that are on the line. You can skip ahead, but don't be foolish. You pick up power as you move up the ladder. If you lose, you'll have to start again at the level of your last successful bout.

Picking Your Fight

1. On the Fight Card, press the D-PAD left or right to see the fight poster for each boxer. Wait a few moments to watch and hear their taunts.

NOTE: Nuke "The Duke" Johnson won't be available to fight until you've beaten T. Rex Hawkins.

2. Press START when you're ready to fight.



THE FIGHT SCREEN



All matches have three rounds lasting three minutes each (unless ended early by a KO). At times during each round, your opponent will clinch to prevent you from punching. You won't be able to fight back until the clinch is broken.

Keep your cool. Every few seconds, you'll have the chance to connect, when your opponent drops his hands or otherwise leaves himself open. And at times, there are *sweet spots* — land a punch and you'll score even higher than usual. Whenever you connect, you'll zoom in as your power punch smashes your opponent.

Remember, every round of every fight is different. It's never the same match twice. That's the beauty of the sweet science.

Health

You and your opponent each start with a perfect picture of health. During the fight, the pictures begin to show the damage you're taking — black eyes, cut lips, splintered nose. The picture frames fill up with red to show your diminishing stamina.

Getting beat up impairs your ability to fight well. Bob and block to snatch a few seconds' rest. If the frame fills completely with red, you're down for the count.

A good rule of thumb is to always make sure your opponent is taking worse punishment than you are.

THE CAST OF CHARACTERS

THE FIGHTERS

Honeyboy Hernandez — 190 lbs/703 power points

Honeyboy is green, handsome and inexperienced. He drops his hands and leads with his chin, but he's tougher than he looks.

Mega Joe Falco — 209 lbs/1439 power points

The Sultan of Smash is a southpaw, which might throw you off at first. He's a cool, precise practitioner of the sweet science.

T. Rex Hawkins — 245 lbs/2974 power points

The Jurassic Predator is a ton of tough flesh with the unstoppable of a cement truck. His one weakness is that he backs up straight — a good time for you to land a right.

Nuke "The Duke" Johnson — 228 lbs/5312 power points

Nuke's the Champ. He floats like a Stealth bomber and stings like a cruise missile. He's cool and hot, equal parts heart and strategy — and built like a brick silo. You can't fight him until you've beaten T. Rex Hawkins at least once.

THE TEAM

Cosmo Proto

Your trainer, tough as a scarred boot, but he loves his fighters. He's seen it all, done it all, and he's ready to tell you how to do it.

Judo Gene LeBell

Judo Gene's the official, a man so tough that if he says he's gonna kill you, you might as well kill yourself.

Michael Buffer

The most dignified announcer in the history of boxing is ready to rumble!

Billy the Bucket Boy

Billy doesn't say much. He's a comfort and quick with the sponge.

Sly Clyde the Corner Man

Clyde's always ready to nurse your cuts and bruises.

Cynda and Dawn

These bodacious babes carry the cards before each round.

END OF ROUND

You return to your corner at the end of each round. Cosmo gives you advice and encouragement, while Billy and Clyde do their magic. All too soon, Dawn and Cynda are circling the ring, holding up the cards for the next round.

END OF FIGHT

Each fight lasts for three rounds, unless ended early by a knockout. At the fight's finish, you and your opponent meet in the center of the ring. If you lose, your opponent calls you names. If you win, the crowd cheers wildly and the card girls look up meltingly.

If you lose the title bout, Nuke "The Duke" Johnson keeps his belt and lords it over you in the center of the ring.

If you gain total victory — the heavyweight title — you'll be engulfed by a roaring, adoring crowd, the pop of flashbulbs, the gush of champagne, the pleas of autograph hounds, and Dawn and Cynda eagerly waiting to lead you to your limo.

POWER POINTS

Defeating an opponent earns you power points, shown on the Statistics screen at the end of each fight. Before the next bout, you can distribute these points to your right glove, your left glove, and your stamina.

Power Point Strategy

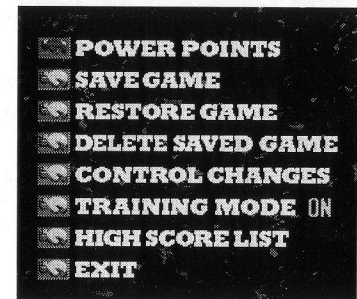
- The more points you allocate to a glove, the more damage that fist will cause.
- The points you allocate to stamina let you withstand punches to a greater or lesser degree.
- Setting your stamina too low means you won't be able to endure continuous punishment. Setting it too high leaves fewer points for distribution to your gloves.

NOTE: See page 11 for details on distributing your power points.

CHOOSING OPTIONS

Press **BUTTON C** at the Fight Card to display the Options menu. To use the menu:

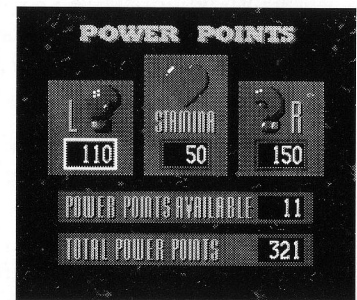
1. Press the D-PAD up/down to mark an option.
2. Press **START** to select that option and go to its subscreen.



POWER POINTS

Skillful boxing and fight victories earn you power points. Before your next bout, use the points to increase your glove power and stamina. On the Power Points subscreen:

1. Press the D-PAD right/left to select a glove or stamina.
2. Use the control pad buttons to change the value:



- **1 pt. at a time** Press the D-PAD up (+) or down (-).
- **10 pts. at a time** Hold down **BUTTON A** and press the D-PAD up (+) or down (-).
- **50 pts. at a time** Hold down **BUTTON B** and press the D-PAD up (+) or down (-).
- **100 pts. at a time** Hold down **BUTTON C** and press the D-PAD up (+) or down (-).

NOTE: You cannot allocate more than half of your power points to any one statistic.

SAVE GAME

Store a game along with your current power points, to continue later. The number of games you can store depends on the amount of unused backup RAM available on your Sega CD.

NOTE: You can free up backup RAM with the Delete Saved Game option described on page 13.

On the Save Game subscreen:

1. Use the D-PAD to highlight a letter in the grid.
2. Press **BUTTON A** to set that letter in the name line. Continue using the D-PAD and **BUTTON A** to complete the name.
3. Press **BUTTON B** if you want to change the name. Each button press deletes the last letter in the name.
4. Press **BUTTON C** when the name is complete. In the confirmation box, press **BUTTON A** for YES, or **BUTTON B** for NO. Both choices will take you back to the Options menu.

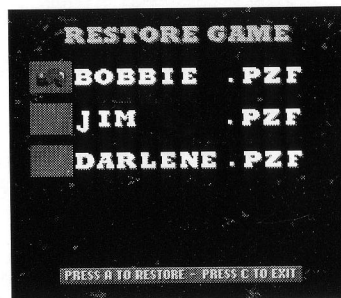


NOTE: The Sega CD's backup RAM memory must be formatted before you can save games to it. For instructions, see your Sega CD User's Manual.

RESTORE GAME

Resume a game you've previously saved. On the Restore Game subscreen:

1. Press the D-PAD up/down to scroll to the game you want.
2. Press **BUTTON A** to restore the game. Then, from the Options menu, select EXIT to resume the game.
3. Press **BUTTON C** to go back to the Options menu without restoring the game.

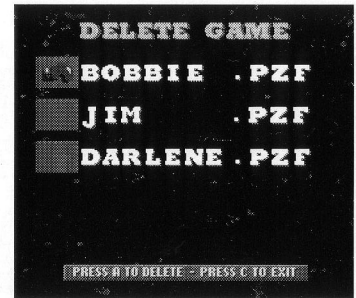


DELETE SAVED GAME

Remove saved games to free up memory in the backup RAM. On the Delete Saved Game subscreen:

1. Press the D-PAD up/down to scroll to the game you want to delete.
2. Press **BUTTON A** to delete the game, and then select YES (**BUTTON A**) or NO (**BUTTON B**) on the confirmation screen.
3. Press **BUTTON C** to go back to the Options menu without deleting a game.

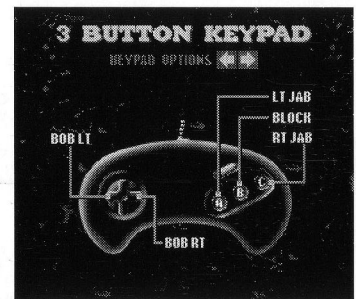
NOTE: The Delete Saved Game option will remove any stored files from the backup RAM, including those saved from other games.



CONTROL CHANGES

Rearrange the actions of the control pad buttons. The Control Changes subscreen shows the default actions of your controller (either 3-button or 6-button).

1. Hold down **BUTTON A**, **B** or **C** to see a display of that button's actions in combination with the D-PAD.
2. Press the D-PAD left/right to switch the functions of **BUTTONS A**, **B** and **C**. You can choose from three different settings.
3. With a 6-Button Arcade Pad, press, **BUTTON X**, **Y** or **Z**. Then press the D-PAD left/right to change that button's function. You can choose from 11 different settings. Press **BUTTON A**, **B** or **C** to return to the normal display.
4. Press **START** to exit to the Options menu.



TRAINING MODE

On the Options menu, press START to toggle Training Mode ON or OFF. With Training Mode ON, arrows will appear around the fight screen to point out the openings you can use to defeat your opponent. Attack each opening with a specific punch, as shown below:

Left Hook
to Head →

Left Jab →

Left Hook
to Body →



↑
Left
Uppercut

↑
Right
Uppercut

← Right Hook
to Head

← Right Jab

← Right Hook
to Body

HIGH SCORE LIST

View the High Score List that appears at the end of every fight. See page 15 for information on adding your name to this list.

EXIT

Select this option and press START to return to the Fight Card.

HIGH SCORE LIST

HIGH SCORE					
	NAME	POW	WON	LOSS	RO'S
1	KEVIN	6740	21	1	20
2	NUKETHEDUKE	312	20	0	18
3	STEVE	3234	16	1	16
4	T. REX	2974	12	3	10
5	EMMETT	2111	17	19	1
6	MEGA JOE	1439	8	2	5
7	MIKE	12 2	7	1	7
8	SARA	1191	6	1	6
9	BUCK	1100	6	0	6
10	KID	695	2	0	2

High-scoring fighters can place their names on the High Score List that appears at the end of every fight. The Name Entry screen will appear. Use this screen in the same way as for saving a game:

1. Use the D-PAD to highlight a letter in the grid.
2. Press BUTTON A to set that letter in the name line. Continue using the D-PAD and BUTTON A to complete the name.
3. Press BUTTON B if you need to delete a letter.
4. Press BUTTON C when the name is complete.

CREDITS

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LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega CD compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number:

1-800-872-7342

DO NOT RETURN YOUR SEGA CD COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective compact disc to Sega. The cost of returning the compact disc to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega CD compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States and Canada only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

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